

## **Harry Potter - A Year At Hogwarts FAQ**

This FAQ is translated from the FAQ posted by Joffrey N. (La\_Gofr).

If you can read French his original:

(<https://boardgamegeek.com/thread/2098408/faq-et-mise-jour-des-regles>) is best. This file is a translation by myself using online translation tools, then edited and rephrased for clarity. There may be errors. Additionally, since the French rules came in two versions, but the English rules are only in a single version (equivalent to V2) I have amalgamated the sections (so that all Combat questions and answers in a single place, for example). -  
*Tim*

### **Set up**

#### **How are Death Eater TOKENS placed in Qualified Wizard wizard mode?**

At the start of the game, the players position the 6 "Death Eater" tokens on the tower spaces of their choice, they will be stationary during the whole game. When you come across a Death Eater token in the castle, one of the other players takes the Death Eater character sheet available on the back of the character sheets and fights in its place

#### **How to play more than 6 players with the 30 Mission Cards, if we distribute 5 at the start?**

From 7 players, each starts the game with 3 Mission cards. As a bonus in this configuration, you also have the possibility of exchanging one of your Mission cards for another among the remaining stack when you are on one of the towers of the castle but you will not be able to perform other actions during your turn (like using floo powder, for example).

Personal suggestion: In addition, although advised by 2 to 4 players, Voldemort's Return mode could just as easily be played by as many as you wish (for example, take turns playing Pettigrew until the Death Eaters arrive then a player controls each Death Eater)

### **Movement**

**On which spaces can we decide to stop voluntarily (except the spaces on which we want to carry out a mission)? Can we stop for example on the Quidditch pitch? Hagrid's hut? The Magical Creatures treatment course? Botanical? A specific Diagon Alley or Hogsmeade store?**

You can stop in all the spaces of your choice written in full (Quidditch pitch, the Hospital Wing, Kitchen, Classroom, Hogsmeade shop and Diagon Alley ...). You can stop on the "course" spaces to take an exam if you have the right book.

#### **Are there lines ("walls") that cannot be crossed on the board?**

The "exterior" walls of the castle (except where you see small steps or a "double bar").

Note that the Room on Request has only one entrance (on its left), and that the rectangular space or is written "Great Hall" is not an accessible space, but indicates that the spaces adjacent to it are part of the Great Hall.

**Do bridges count as a space for movement?**

All bridges count as one square.

**Are all secret passages directly accessible from their associated locations, or is additional movement necessary to gain access? For example, between the the Hospital Wing and the one-eyed statue?**

There is indeed a movement of a space to be made between the Hospital Wing and Passage of the one-eyed witch (symbolized by the small steps) but for the other passages (towards Shrieking Shack and Hog's Head), you can directly access the corresponding places if you will be respectively on the Whomping Willow and the Room of Requirement (without additional movement).

**Are the "Quidditch Accessory" and "Gambol and Japes Wizarding Joke Shop" shops spaces? Do we have to go there to advance on Diagon Alley?**

The Quidditch Accessory store is a space and therefore a must to continue on the Diagon Alley. The Gambol and Japes Wizarding Joke Shop boutique is also a specific space.

**When we are in a cul-de-sac and we have movement units left, can we turn around or is our movement complete?**

No, your move stops at the dead end. You can retrace your steps in the next round

**When you are at the entrance to a secret passage on the main board, does it cost to go to the exit of the secret passage corresponding to Hogsmeade?**

No, it costs nothing, the secret passage is direct access to Hogsmeade.

**Can we decide to stay still from one turn to the next to benefit again from the effects of the space we are on?**

No, you must move each turn.

**Certain towers of the castle (like those around the Room of Requirement, with the Cauldron and the Action space) seem "closed" in places, are they passable?**

Yes, all the towers of the castle can be crossed in all directions (except of course towards the outside of the castle's enclosure), even if some of them appear "closed".

**How do you get around Diagon Alley?**

Examples for V1:

-> Leaky Cauldron in Ollivander (10 moves): Potage's Cauldron Shop, Quidditch Accessories, Book space, Flourish and Blotts, Book space, Cauldron space, Spell space, Book space, Potion Case, Ollivanders

-> Leaky Cauldron in Borgin and Burkes (9 moves): Potage's Cauldron Shop, Quidditch Accessories, Book space, Flourish and Blotts, Book space, Spell space, + 2LP, Spell space, Borgin and Burkes

Examples for V2:

-> Leaky Cauldron in Ollivander (10 moves): Potage's Cauldron Shop, Quidditch Accessories, Flourish and Blotts, Gringotts Bank, Magical Menagerie, Gambol and Japes Wizarding Joke Shop, Spell space, Book space, Potion space, Ollivander

-> Leaky Cauldron in Borgin and Burkes (8 moves): Potage's Cauldron Shop, Quidditch Accessories, Flourish and Blotts, Gringotts Bank, Spell space, + 2LP, Spell space, Borgin and Burkes.

### **How do you get around Hogsmeade?**

All the Hogsmeade shops are located 1 space apart (for example, you only need 1 move to go from Hog's Head to Honeydukes).

### **Can we use floo powder to go from one tower to another?**

No (this means is reserved exclusively for Hogwarts teachers see Book 3, Lupine arrives by this means in Snape's office when he summons Harry after his first "forbidden" visit to Hogsmeade).

### **Can we move from one place to another on Board 2?**

No, each place is accessible only via the Floo Powder and the castle towers (or the Portkey via the Quidditch field for the cemetery). However, a free return move is possible between the Ministry of Magic and the Room of Prophecies. The Hogsmeade road does not provide access to the other places in Board 2.

## **Missions**

### **Once used in missions, where do we place the items?**

As written in the rulebook, they are placed on the rosette spaces in Board 2 - it's the choice of the player where they are placed. There may be multiple items can be on one rosette.

### **How many objects can we carry?**

You are limited by how many objects will fit on the space on the character space - which is 6. But beware, the more objects you have, the more you become a potential target for other players who can duel you and steal them!

### **Are there missions taking place in Hogsmeade?**

No mission takes place in Hogsmeade. However its access can be useful via the secret passages to reach more quickly certain places like the Lake or the course of Healing with Magical Creatures for example.

**The Mission 11 card imposes a Metamorphosis spell but it is not present among the spell stack? How do we do it?**

It is a mistake, ignore references to this spell.

**For the Qualified Wizard mode, do you have to use all the prerequisite Spells / Potions cards of your mission? Can you use others? Can you choose not use it at all? Are they all discarded if you succeed in its mission?**

You do not have to use ALL of your prerequisite cards during the Mission. You can use others. You do not have to use them (though it may be wise to, as the prerequisite cards were chosen to help win the combat). In addition, all Mission prerequisite cards (whether used or not) are discarded at the end of the Mission.

**In Qualified Wizard mode, do Death Eaters have cards? If so, how many can they use per fight? How much can the student use in Qualified Wizard mode (3 as in Voldemort's Return?)?**

Yes, the Death Eaters have their cards in Qualified Wizard mode. They can use up to 3 in total, like the students.

## **Combat**

**In combat, can we play Attack Spells / Potions cards AND roll attack dice in the same round? Or do attack cards replace dice?**

No, each card / dice combat phase is separate. That is to say, that each round can be carried out either by playing 1 potions card (Attack) or 1 spell card (Attack), or by rolling the dice, but not both at the same time, then between each phase, the enemy must attack. You can also use 1 Attack or Defense Potion card per combat phase without undergoing the opponent's special ability (see example in rules V2)

**When is a combat card from a Mission lost? When you have 0 LP or when you reach 1 LP? Do we also lose it if we managed to make all the LPs on the front card lose (example Luna p11)?**

Against a Mission combat card, you lose the combat as soon as you reach 0LP. The mission is also a failure if you lose all of your LPs during the last application of your opponent's special ability (after removing your last LPs). Thus, in the example with Luna against Riddle p11 (rules V2), the latter DOES NOT WIN the points for her mission.

**For the return to the Leaky Cauldron and the discarding of all his cards, it is written that this happens when losing a fight, should we also go there in case of loss of fight against a Duel card or against another player if we have 1 LP left?**

Returning to the Leaky Cauldron is only if the player has lost all of their LPs.

**In the Qualified Wizard mode, what happens if during a duel between player, the 2 fall to 1LP simultaneously (for example the 2 players are at 2 LP, the attacker throws 4 as soon as and makes 2 successes, the defender rolls his 2 dice to know the damage and rolls 4 and 6, so the 2 players end up at 1 LP.)?**

Roll one last die each to determine the winner but do not lose more LPs (stay at 1).

Personal suggestion: You can also roll your defense dice one after the other against the opponent's success dice, so one of the players will fall to 1LP before the other!

**If you lose a Mission fight, can you retry the fight if you return later to the place indicated with the right prerequisites? If yes, does the opponent recover all of their LP lost in the 1st fight?**

Yes, you can retry the Mission by returning to the place indicated (remember to collect the necessary objects and cards). The opponent recovers all his LPs.

**When winning a fight against another player, we can take cards from him, can we choose them?**

No, the cards are drawn face down.

**Does the loser of a player-player fight (Qualified Wizard mode) stay on his square or must he return to the Leaky Cauldron?**

He remains on his space, unless the outcome of the fight has resulted in the loss of all of his LPs, in which case, he returns to the Leaky Cauldron

**Does the special effect of the Combat 7 card apply after each attack?**

No, as it is not mentioned on the card, it only applies when the card is revealed.

**Some opponents are "immune" to spells or potions. Does this only concern attack cards or also defense cards?**

This concerns Attack AND Defense cards.

For example: you will not be able to play any Spell card (neither Defense nor Attack) against an opponent immune to Spells.

## **Spell and Potions Cards**

**When can Spell cards be used?**

During a mission (combat), during a duel, or during a meeting against another player (in Qualified Wizard mode).

However, some cards like Accio, Oubliette and Alohomora can be used directly (without combat / duel) during your turn.

**During a fight (mission), can we play the cards that we have just acquired thanks to the potions / spells which grants us the choice of a card in their respective stacks?**

Yes, though it may not be wise, as these cards allow you to find specific spells for your future missions - it would be a shame to waste them!

## **Classrooms**

**For classrooms, do we still get a Spells or Potions card if we stop to do an exam?**

Yes. As soon as you finish your move/stop on a course space to take an exam with a book card, you draw a book card.

## **Duel Cards**

**If you ever come across a dual card from the same character you control, should you draw another card?**

Yes, draw another card

**Why can't we fight between players in "team" mode (with 2 different teams)?**

You can fight between players in team mode, but only against players from an opposing team.

## **Return of Voldemort**

**In Voldemort's Return mode, what happens if Harry, Ron or Hermione loses a fight against the Death Eaters?**

They return to the Leaky Cauldron under the same conditions as the classic mode. However, a Death Eater who loses a fight is removed from the game.

**In Voldemort's Return mode, what happens if Voldemort meets Hermione or Ron?**

They do not fight, Voldemort ignores them.

**In Voldemort's Return mode, do Death Eaters draw cards like any other character?**

Yes, but remember that only the Potions and Spells cards are available in this game mode.

**In Voldemort's Return mode, in which store do we place Riddle's diary?**

In the Flourish and Blotts Boutique.

**In Voldemort's Return, does each pawn start with a Portkey and Floo Powder?**

Yes, 1 Floo Powder and 1 Portkey each, as for the classic installation

**In Voldemort's Return, do Harry, Ron and Hermione have to be together on each Horcrux to destroy it? Or just one of their pawns is enough (even if the latter has not picked up the Fang or the sword)?**

One team pawn is enough. However, the team (Harry, Ron or Hermione) must first have collected the Basilisk Fang or the Gryffindor sword.

**In Voldemort's Return, should we wait 2 turns before attempting to fight Death Eater a second time?**

No, you can commence combat the next turn (unless it has lost the fight and is discarded).

**In Voldemort's Return mode, you must place the Fang / sword tokens in Hogwarts, could you place them in more thematic places?**

You can choose to place Gryffindor's sword in Dumbledore's Office, and Basilisk Fang in Chamber of Secrets if you wish.

**In Lord Voldemort's Return mode, should you apply any resistance for the Horcruxes or for the final Harry vs. Voldemort fight?**

No resistance, at most a die against a die.

## **Victory conditions**

**Does the game end the instant a player reaches the victory conditions?**

No, the winner will be chosen after the last player's turn has ended, so that each player has completed the same number of game turns.

## **Quidditch**

**Can we compete in Quidditch if our characters are part of the same house?**

Yes, the rules require that each House be chosen before the match. Indeed given the number of Gryffindor players present in the game, there could not have been many possible matches otherwise!

**During a Quidditch match, what happens if all the chasers on a team are eliminated before the 2 goals are scored?**

The 1st team which loses all of its chasers also loses the 1st phase of the match (as a reminder, the drummers cannot take the Quaffle and the goalkeeper cannot leave their goal line).

**During a Quidditch match, where does the Quaffle start after a goal?**

The goalkeeper who just conceded the goal

**Is there an impact on the placement of the Guardian (quidditch) compared to the opposing player during a shooting?**

No impact.

### **Quidditch matches are too rarely played during my games, how can we fix this?**

A personal suggestion (approved by the editor) would be (in Qualified Wizard mode only) to have to participate in at least 1 Quidditch match (provoked or invited) to be able to win the game.

The editor nevertheless warns that with a lot of players, this suggestion can greatly lengthen the game time.

### **Does the Felix Felicis card allow the seeker to roll 1 or 2 dice?**

Only 1 die of your choice.

## **Object Tokens**

### **If you already have 6 Objects, can you pick up another one?**

Yes, but you must leave one of your choice on the space of the one you have just picked up.

### **What happens to Object Tokens if you fail a Mission and return to the Leaky Cauldron?**

The Mission object tokens are replaced on Board 2 whether the Mission is successful or failed (keep your other object tokens, however). Note also that the prerequisite cards in Qualified Wizard mode are discarded after a mission (successful or failed), whether they have been used or not.

## **Death Eaters**

### **Who are the 6 Death Eaters to use for Voldemort's Qualified Wizard and Return mode?**

#### **How do you know which Death Eater is fighting in Qualified Wizard mode?**

The 6 Death Eaters to use are Pettigrew, Lucius, Narcissa, Macnair, Bellatrix and Barty Croupton Jr. In Qualified Wizard mode, randomly take one of the 6 cards to define who will be the Death Eater (also consider the Death Eaters on the back of the characters chosen at the start).

For your information, Pettigrew has more cards than the other Death Eaters because he is the one who starts the game (alone) in Voldemort's Return, and that he is one of the most important Death Eaters.

### **If Bellatrix rolls a 6 in attack, its ability causes the opponent to lose 2 LPs, what about defense in Qualified Wizard mode?**

No defense possible against his ability, if he rolls a 6, you lose 2 LPs without being able to roll your defense die!

### **Why don't you earn more points when defeating a Death Eater?**

The designer wanted to give priority to carrying out the missions rather than chasing the Death Eaters to recover points.



## **Solo**

**In solo mode, we lose the game as soon as we lose a fight, is that only referring to Mission fights or Duels also?**

You lose in solo mode as soon as you have no more LPs.

## **As a team**

**It is noted in the rules that ALL players must go to the indicated location of a Mission with the prerequisites to achieve it, can we also carry out missions with only 1 of the team characters?**

Yes, if this character has all the objects and cards required for the Mission, he can attempt the Mission alone. In addition, it is not necessary for ALL the players of a team to be present at the indicated place of the Mission, but for all the players holding the cards and objects prerequisite for the Mission to be present.

**How is the fight in team mode?**

Start by multiplying the opponent's LPs by the number of players. Then the wording "His attacks affect all players on the team at the same time" is very awkward, in fact, the exact wording should be "each player takes turns attacking and suffers the special ability of the combat card after each of his attacks."

Example: Harry and Ron fight 1 mission card. Harry begins and takes the revelation effect from the card (if there is one) then attacks. He then undergoes the special ability after his attack, then it's up to Ron to attack. Ron attacks, then undergoes the special ability of the card, and we come back to Harry, etc ...

**When we fight together, when do we lose the fight?**

The fight is lost as soon as one of the fighting players drops to 0LP.

**In team mode, can we exchange items between characters from the same team?**

Yes, in addition to the classic exchange in the common rooms, you can in team mode exchange / give one of your items to your teammate when you meet them.

## **General**

**Why does Voldemort have a resistance / attack / cards when he cannot fight in Voldemort's Return mode?**

So that you can use it if you feel like it in the 1st cycle and Qualified Wizard game modes, even if some Missions would no longer really make sense ... It's more for the fun of being able to play fully with 'You Know Who'!

**Why is the total number of points for all Action cards largely negative (we tend to lose points rather than gain them)?**

The reason is that this is the only way in the game that loses points from the 4 Houses Cup, and that all other means only win. So to balance things out, the designer has voluntarily "inflated" the action cards causing loss of Cup points. It also adds tension to drawing an action card!